

## **Csci 531: Artificial Intelligence**

### **COMPUTER & INFORMATION SCIENCE**

Use of the computer in human problem solving. Game theory, decision trees, Markov decision problems, selected topics.

3 Credits

#### **Prerequisites**

- Pre-requisite: CSCI 433 or CSCI 502 or Graduate Standing

#### **Instruction Type(s)**

- Lecture: Lecture for Csci 531

#### **Subject Areas**

- [Computer Science](#)
- [Artificial Intelligence](#)

